

1. A method of determining a node path through a node graph, comprising:

modifying the node graph in accordance with a metric; and

5 performing a path finding process through the node graph to determine the node path.

2. The method of claim 1, wherein:

the node graph comprises a three-dimensional mesh; and

10 modifying the node graph comprises changing a number of polygons that make up the three-dimensional mesh.

3. The method of claim 1, wherein the metric comprises maintaining a steady frame rate for an animation sequence that  
15 includes the node graph.

4. The method of claim 1, wherein a platform runs an animation sequence that includes the node graph;

the method further comprising:

20 detecting a change in performance of the platform; and

adjusting the node graph in accordance with the change in performance of the platform.

5. The method of claim 4, wherein the node graph is adjusted to compensate for the change in performance of the platform.

5 6. The method of claim 5, wherein, if a predetermined node of the node graph is removed during adjusting, the method further comprises:

re-locating the predetermined node on the node graph; and  
performing the path finding process using the re-located  
10 predetermined node.

7. The method of claim 6, wherein the node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a position on the three-dimensional mesh that  
15 corresponds to the predetermined node; and

assigning the predetermined node to a polygon in the three-dimensional mesh that is closest to the position.

8. The method of claim 6, wherein the node graph  
20 comprises a three-dimensional mesh and re-locating comprises:

obtaining a current position of the path finding process on the three-dimensional mesh; and

assigning the predetermined node in accordance with the current position.

9. A method of determining a node path through a node graph, comprising:

5 modifying the node graph in accordance with a predetermined platform performance;

performing a path finding process through the node graph to obtain the node path;

10 determining if the platform performance has changed;

adjusting the node graph to compensate for a change in the platform performance; and

re-performing the path finding process through the adjusted node graph to obtain the node path.

10. The method of claim 9, wherein, if a predetermined node of the node graph is removed during adjusting, the method further comprises:

re-locating the predetermined node on the node graph; and

20 performing the path finding process using the re-located predetermined node.

11. An article comprising a machine-readable medium that stores executable instructions to determine a node path through a node graph, the instructions causing a machine to:  
modify the node graph in accordance with a metric; and  
5 perform a path finding process through the node graph to determine the node path.

12. The article of claim 11, wherein:  
the node graph comprises a three-dimensional mesh; and  
10 modifying the node graph comprises changing a number of polygons that make up the three-dimensional mesh.

13. The article of claim 11, wherein the metric comprises maintaining a steady frame rate for an animation  
15 sequence that includes the node graph.

14. The article of claim 11, wherein a platform runs an animation sequence that includes the node graph;

the article further comprises instructions that cause the  
20 machine to:

detect a change in performance of the platform; and  
adjust the node graph in accordance with the change in performance of the platform.

15. The article of claim 14, wherein the nodes graph is adjusted to compensate for the change in performance of the platform.

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16. The article of claim 15, wherein the article further comprises instructions that, if a predetermined node of the node graph is removed during adjusting, cause the machine to:

re-locate the predetermined node on the node graph; and

10 perform the path finding process using the re-located predetermined node.

17. The article of claim 16, wherein the node graph comprises a three-dimensional mesh and re-locating comprises:

15 obtaining a position on the three-dimensional mesh that corresponds to the predetermined node; and

assigning the predetermined node to a polygon in the three-dimensional mesh that is closest to the position.

20 18. The article of claim 16, wherein the node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a current position of the path finding process on the three-dimensional mesh; and

assigning the predetermined node in accordance with the current position.

19. An article comprising a machine-readable medium that  
5 stores executable instructions to determine a node path  
through a node graph, the instructions causing a machine to  
modify the node graph in accordance with a predetermined  
platform performance;

perform a path finding process through the node graph to  
10 obtain the node path;

determine if the platform performance has changed;

adjust the node graph to compensate for a change in the  
platform performance; and

re-perform the path finding process through the adjusted  
15 node graph to obtain the node path.

20. The article of claim 19, wherein the article further  
comprises instructions that, if a predetermined node of the  
node graph is removed during adjusting, cause the machine to:

20 re-locate the predetermined node on the node graph; and

perform the path finding process using the re-located  
predetermined node.

21. An apparatus for determining a node path through a node graph, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

5           modify the node graph in accordance with a metric;

and

          perform a path finding process through the node graph to determine the node path.

10       22. The apparatus of claim 21, wherein:

the node graph comprises a three-dimensional mesh; and

modifying the node graph comprises changing a number of polygons that make up the three-dimensional mesh.

15       23. The apparatus of claim 21, wherein the metric comprises maintaining a steady frame rate for an animation sequence that includes the node graph.

20       24. The apparatus of claim 21, wherein a platform runs an animation sequence that includes the node graph;

the apparatus further executes instructions to:

detect a change in performance of the platform; and

adjust the node graph in accordance with the change in performance of the platform.

25. The apparatus of claim 24, wherein the nodes graph  
5 is adjusted to compensate for the change in performance of the platform.

26. The apparatus of claim 25, wherein, if a  
predetermined node of the node graph is removed during  
10 adjusting, the apparatus executes instructions to:  
re-locate the predetermined node on the node graph; and  
perform the path finding process using the re-located  
predetermined node.

27. The apparatus of claim 26, wherein the node graph  
15 comprises a three-dimensional mesh and re-locating comprises:  
obtaining a position on the three-dimensional mesh that  
corresponds to the predetermined node; and  
assigning the predetermined node to a polygon in the  
20 three-dimensional mesh that is closest to the position.

28. The apparatus of claim 26, wherein the node graph  
comprises a three-dimensional mesh and re-locating comprises:



obtaining a current position of the path finding process on the three-dimensional mesh; and

assigning the predetermined node in accordance with the current position.

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29. An apparatus for determining a node path through a node graph, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

10        modify the node graph in accordance with a predetermined platform performance;

         perform a path finding process through the node graph to obtain the node path;

         determine if the platform performance has changed;

15        adjust the node graph to compensate for a change in the platform performance; and

         re-perform the path finding process through the adjusted node graph to obtain the node path.

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30. The apparatus of claim 29, wherein, if a predetermined node of the node graph is removed during adjusting, the apparatus executes instructions to:

re-locate the predetermined node on the node graph; and

perform the path finding process using the re-located  
predetermined node.